THE REAL GHOSTBUSTERS

"THE CABINET OF CALIMARI"

(SCRIPT)

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DIC ENTERPRISES, INC.

"THE CABINET OF CALIMARI"

ACT ONE

FADE IN:

EXT. MAGIC THEATER - NIGHT - WIDE - PUSHING IN

past the cars and crowds on Broadway to the FLASHING LIGHTS of the "MAGIC THEATER" marquee: "THE GREAT CALIMARI."

MR. MAGIC (VO)
Ladies and gentlemen, the Magic Theater is proud to present --

INT. MAGIC THEATER - WIDE - PUSHING IN

over the heads of the AUDIENCE toward the curtained stage. MR. MAGIC, the owner and manager of the theater, stands at the side of the stage. Mr. Magic is a slender young man with wavy shoulder-length hair and a large mustache; he's wearing a tuxedo.

MR. MAGIC (CONT)
-- that master of illusion, the Great Calimari!

As the audience begins to APPLAUD AND CHEER, the curtains part, revealing CALIMARI standing in the glow of a SPOTLIGHT, a tall, haughty man with a black goatee, in a top hat, white gloves, and a cloak. He raises his hand regally, acknowledging the applause.

DOWNSHOT - GHOSTBUSTERS

sitting in front row center seats, VENKMAN, ZEDDMORE, STANTZ, and SPENGLER, APPLAUDING with the rest of the audience.

ON VENKMAN

looking back at the audience, as the APPLAUSE DIES AWAY, and THEATER MUSIC BEGINS (continues throughout the magic act).

VENKMAN
For once we didn't get stuck in the cheap seats.

PAN over to Zeddmore, sitting beside Venkman.

ZEDDMORE
It was nice of Mr. Magic to invite us.

CONTINUE PANNING to Stantz, sitting beside Zeddmore.

STANTZ
(suspiciously)
Yeah -- too nice. I wonder why he did.

CONTINUE PANNING to Spengler, sitting beside Stantz. Spengler is ready with a calculator, slide rule, and notepad.

SPENGLER
There's a scientific explanation for everything.

WIDE ON CALIMARI AND VANNA

standing one on each side of a large mirror. VANNA is Calimari's curvaceous blonde assistant. She's wearing a skimpy, sequined costume, and smiling at the audience with all the intelligence of a brick wall. She gestures toward the mirror with both hands, as if showing the audience what's behind "Door Number Three."

ANGLE - CALIMARI

He waves his hand in front of the mirror, so that we see his reflection; then he RAPS on it with his knuckles to prove it's solid.

ANGLE - VANNA

Calimari steps INTO FRAME and waves his hand in front of her face: her eyes flutter and close.

WIDE ON VANNA AND CALIMARI

Calimari lifts his hands dramatically above his head and then lowers them quickly as though throwing something at Vanna's feet. With a POOF and a puff of smoke, Vanna disappears.

AUDIENCE (OS)
(GASPS OF AMAZEMENT)

ANGLE - CALIMARI ON MIRROR

Calimari turns to the mirror and KNOCKS on it three times with his fist. Vanna's image appears in the mirror. APPLAUSE BREAKS OUT FROM THE AUDIENCE. Vanna steps out through the mirror, lifting her arms up triumphantly as the APPLAUSE GROWS LOUDER.

ON VENKMAN AND ZEDDMORE

APPLAUDING. Zeddmore turns to Venkman.

ZEDDMORE
Aren't they great?

ON VANNA

as she bows to the audience.

VENKMAN (OS)
They sure are.

ON STANTZ AND SPENGLER

Spengler is punching numbers into his calculator.

STANTZ
I swear I've seen that trick somewhere before.

SPENGLER
It's all done with mirrors.

WIDE ON STAGE - CALIMARI AND VANNA

standing beside a huge glass chamber filled with water. The THEATER MUSIC CHANGES TO A PROLONGED DRUMROLL as we PUSH IN on Calimari and Vanna. Calimari is wearing a strait-jacket now. Vanna takes off his top hat and puts a blindfold on him. She shows a pair of handcuffs to the audience, and then SNAPS them onto Calimari's wrists.

ON VENKMAN AND ZEDDMORE

Venkman leans over to Zeddmore.

VENKMAN
She reminds me of a girl I used to date.

WIDE ON STAGE - CALIMARI AND VANNA

Vanna gestures with both hands at Calimari, who is being hoisted upside down by a chain attached to his feet and suspended over the water-filled glass chamber.

ANGLE - VANNA

Smiling and posing for the audience, she throws a large lever.

ANGLE - CALIMARI

as he's lowered head-first toward the water-filled chamber.

ON STANTZ AND SPENGLER

SPENGLER
This is just escapist entertainment.

WIDE ON STAGE - WATER-FILLED CHAMBER AND CALIMARI

As Calimari is slowly lowered toward the chamber, a GLOWING GREEN FORM appears in the water -- a GHOST, wearing an open strait-jacket. The water in the chamber begins to BUBBLE AND BOIL.

AUDIENCE (OS)
(HORRIFIED GASPS)

UPSHOT - CALIMARI - WATER-FILLED CHAMBER IN FG

The GLOWING water inside the chamber BUBBLES AND BOILS in the FG, as Calimari is slowly lowered toward it. Alarmed by the cries of the audience, Calimari shakes his head, tossing off the blindfold -- and reacts with horror at what he sees.

CALIMARI
Help! Vanna!

WIDE ON STAGE - CALIMARI, CHAMBER, AND VANNA

Vanna poses and smiles for the audience, as Calimari struggles in the strait-jacket, still moving slowly toward the BUBBLING water.

AUDIENCE (OS)
(FRIGHTENED SCREAMS)

CALIMARI
Pull the lever! Pull the lever!

ANGLE - VANNA

She smiles and poses for the audience, gesturing with both hands to indicate the lever, and finally pulls it.

TIGHT ANGLE - CALIMARI

With a SCREECH OF MACHINERY, his descent is jerked to a halt just a few inches above the surface of the BUBBLING AND BOILING water.

WIDE ON WATER-FILLED CHAMBER

The Ghost inside GLOWS MORE BRIGHTLY and suddenly the chamber EXPLODES, sending thousands of gallons of water GUSHING out.

ANGLE - GHOSTBUSTERS

as a great deluge of water CASCADES INTO FRAME and hits them like a tidal wave.

ANGLE - VENKMAN

as the water SPLASHES over him. Suddenly, Vanna is washed INTO FRAME on the crest the wave and lands in Venkman's lap.

VANNA
(SQUEALING OOO!)

WIDE ON STAGE - GHOST AND CALIMARI

The Ghost disappears in a BLINDING FLASH OF LIGHT AND TREMENDOUS CLAP OF THUNDER. A drenched Calimari is left swinging back and forth on the end of the chain like a wet pendulum.

ANGLE - VENKMAN AND VANNA

Vanna sits in Venkman's lap, smoothing her hair back into place, looking around her and smiling.

VENKMAN
Hi. I'm Peter Venkman. I'm famous.

WIPE TO:

INT. BACKSTAGE - ANGLE ON CALIMARI AND MAGIC

standing in front of rope arbor, arguing.

MR. MAGIC
You're washed up, Calimari!

VENKMAN (OS)
Join the club.

WIDEN THE ANGLE as the Ghostbusters walk INTO FRAME, dripping wet, their shoes SQUISHING with each step.

STANTZ
You must be Mr. Magic.

ON MR. MAGIC

MR. MAGIC
Yes, I'm Ted Magic. I guess you know now why I invited you here tonight.

ON VENKMAN AND ZEDDMORE

as Venkman turns to Zeddmore.

VENKMAN
And I thought we were just gonna have fun this time.

WIDE ANGLE - CALIMARI, MR. MAGIC, GHOSTBUSTERS

MR. MAGIC
The ghost started appearing during rehearsals. But Calimari said he could handle it.

ON MR. MAGIC AND CALIMARI

CALIMARI
I can handle it. I don't need any help.

Mr. Magic turns angrily toward Calimari.

MR. MAGIC
I'm giving you one more chance, Calimari!

ON GHOSTBUSTERS

MR. MAGIC (CONT OS)
If the Ghostbusters can get rid of the ghost --

ANGLE - CALIMARI AND MAGIC

MR. MAGIC (CONT)
-- I'll keep you on here at the theater. Otherwise, you're through.

CALIMARI
I guess you give me no choice.

He turns and walks OUT OF FRAME.

ANGLE - MR. MAGIC AND GHOSTBUSTERS

Mr. Magic turns to the Ghostbusters.

MR. MAGIC
Can I count on you to catch the ghost?

VENKMAN
Can a hot dog count on mustard?

MR. MAGIC
Good. I'll be in my office.

Mr. Magic turns and walks OUT OF FRAME.

ON STANTZ

STANTZ
Okay, guys -- here's the plan.

ANGLE - GHOSTBUSTERS

STANTZ (CONT VO)
We'll split up. While Egon and Winston check out Calimari's equipment, Peter and I will start looking for the ghost backstage.

ANGLE - VENKMAN

VENKMAN
Split up, huh?

He turns TOWARD THE CAMERA.

VENKMAN (CONT)
We gotta get a new plan.

WIPE TO:

INT. STAGE - ON MIRROR

with Spengler and Zeddmore standing in front of it. Spengler looks at a PKE meter; Zeddmore glances at the mirror. Both of them are now wearing their proton packs.

ZEDDMORE
Do you think there's anything to this magic stuff?

SPENGLER
Of course not.

They walk OUT OF FRAME. As soon as they're gone, Calimari's reflection appears in the mirror, and Calimari steps out. He makes a magical gesture with his hands, in the direction of Spengler and Zeddmore OS, as if putting a hex on them.

ANGLE - SPENGLER AND ZEDDMORE - PANNING

as they walk past a box used in Calimari's act to saw Vanna in half. A saw is sticking in the middle of the box.

ZEDDMORE
I didn't believe in ghosts before I took this job.

HOLD PAN on saw as Spengler and Zeddmore walk OUT OF FRAME. The saw levitates out of the box. The saw bends, gathering tension, and then suddenly releases itself with a VIBRATING BOING, and leaps OUT OF FRAME after Spengler and Zeddmore.

ANGLE - SPENGLER AND ZEDDMORE

They hear the BOING of the saw OS, turn, and then duck quickly.

ZEDDMORE
Look out!

ANGLE - SPENGLER

as the saw flies THROUGH THE FRAME, missing him, but RASPING through the cable from his particle thrower to his proton pack. SPARKS shoot out from the severed cable.

ANGLE ON SAW - FROM BEHIND - PANNING

with it as it makes a U-turn and comes flying back AT THE CAMERA.

ANGLE - ZEDDMORE AND SWORD TRICK CABINET

He dives into a phone booth-sized cabinet, as the saw flies THROUGH THE FRAME, narrowly missing him.

UPSHOT - CALIMARI

as he makes a mystical gesture in the air with his hands.

ON SWORD TRICK CABINET - ZEDDMORE INSIDE

The door SLAMS shut by itself. We see the words "Death of a Hundred Swords" painted on the door.

UPSHOT - CALIMARI

as he makes a lifting motion with his hands.

ON BASKET OF SWORDS

A dozen swords rise into the air out of the basket. PAN WITH THEM as they fly through the air and PLUNGE themselves into the sword trick cabinet.

ANGLE - SPENGLER

He throws his useless particle thrower down and turns and runs OUT OF FRAME. The saw flies THROUGH THE FRAME, following him.

ANGLE - SPENGLER - PANNING

with him as he runs away from the saw. END PAN ABRUPTLY as he THUMPS into the stage curtain. The curtain TEARS loose and falls over him, trapping him like a net. The saw flies INTO FRAME.

TIGHT ANGLE ON CURTAIN

twisted and lumpy, with Spengler moving inside: the saw flies IN AND OUT OF FRAME, savagely cutting into the curtain with a sound of RIPPING CLOTH.

ON BACKSTAGE WALL

as Spengler stands up INTO FRAME, looking a little dazed. Suddenly his eyes widen with fright and he ducks quickly: he leaves standing a curtain-cloth paper-doll image of himself which had covered his back. Like an arrow, the saw flies INTO FRAME, drives through the heart of the paper-doll, and buries itself with a SPROING in the wall behind, pinning the paper-doll to the wall.

ANGLE - CALIMARI

standing beside the mirror.

CALIMARI
(whispering)
You haven't seen the last of the Great Calimari...

He walks into the mirror and disappears.

ANGLE - SPENGLER

looking at the saw, its tip buried in the wall.

SPENGLER
We'd better warn Ray and Peter.

He touches the saw tentatively: it swings back and forth, making a MUSICAL SAW SOUND.

SPENGLER (CONT)
This ghost could be dangerous.

ON SWORD TRICK CABINET

The door CREAKS open, revealing Zeddmore twisted into pretzel-like contortions to avoid the sword blades which pierce the cabinet.

ZEDDMORE
No kidding.

CUT TO:

INT. BACKSTAGE CORRIDOR - ANGLE ON VENKMAN AND STANTZ - TRACKING

them as they walk down the corridor.

VENKMAN
We'd better check Vanna out -- I mean check on her. Make sure she's all right.

They stop in front of the door. Venkman KNOCKS.

VANNA (OS)
(muffled, through the door)
Who is it?

VENKMAN
It's me -- Peter Venkman!

ON DOOR

as it opens, and Vanna looks out, still in her costume. She smiles and tosses her head perkily.

VANNA
Oh! It's you!

ON STANTZ AND VENKMAN

STANTZ
(dryly)
You can't fool her.

Venkman glances at him, annoyed, then turns back to Vanna.

VENKMAN
We'd like to talk to you about tonight's performance.

ON VANNA

smiling vacantly: she runs her fingers through her hair.

VANNA
What makes you think I know anything?

ANGLE - STANTZ

He glances TOWARD THE CAMERA.

STANTZ
Good question.

ANGLE - VENKMAN, STANTZ, VANNA

Vanna stands in the door, still smiling vacuously.

VENKMAN
We're scientists. We like to delve into every possibility.

VANNA
Could you come back in an hour?

ON VANNA

She fluffs at her hair with one hand and then smiles even more.

VANNA (CONT)
I was just going to wash my hair.

She CLOSES the door.

ON VENKMAN AND STANTZ

STANTZ
You should be ashamed of yourself.

VENKMAN
I intend to be.

LONG DOWN THE CORRIDOR - ON STANTZ AND VENKMAN - FROM BEHIND

walking away down the corridor.

STANTZ
What do you see in a girl like that?

VENKMAN
Is that a real question?

The turn the corner and the end of the corridor and disappear. As soon as they're gone, Calimari steps INTO FRAME in the FG, looking down the corridor after them.

TIGHT ANGLE ON DOOR

as Calimari's hand KNOCKS on the door. Vanna opens the door.

VANNA
Has it been an hour already?

CLOSE ON CALIMARI'S EYES

widening, with an evil stare.

CALIMARI
Look into my eyes...

ON VANNA

She stops smiling, and her eyes become unblinking saucers.

CUT TO:

INT. ANOTHER CORRIDOR - WIDE ANGLE ON STANTZ AND VENKMAN

walking along the corridor. Stantz examines a PKE meter.

STANTZ
I'm getting a PKE reading.

There's a FLASH OF LIGHT and CLAP OF THUNDER behind them, and they whirl around as the Ghost materializes behind them.

TIGHTER ANGLE - STANTZ AND VENKMAN

Venkman raises his particle thrower, but Stantz lays his hand on it, forcing the barrel down.

STANTZ (CONT)
Hold your fire, Peter.

ON GHOST - THEIR POV

It beckons to them.

ANGLE - STANTZ AND VENKMAN

Stantz takes a cautious step forward.

STANTZ (CONT)
I think he wants to talk.

TIGHT ANGLE - VENKMAN

He sights along the barrel of his particle thrower.

VENKMAN
Keep it short.

WIDE ANGLE - GHOST, STANTZ, VENKMAN

Stantz cautiously approaches the Ghost.

STANTZ
Hello. I'm Ray Stantz.

DOWN THE CORRIDOR

on the end of the corridor, as Zeddmore and Spengler walk around the corner -- and stop, startled by what they see.

ZEDDMORE
Look out, Ray!

He raises his particle thrower and FIRES.

ANGLE - GHOST

as the ION STREAM streaks INTO FRAME and hits him.

GHOST
(HORRIBLE SHRIEK)

ANGLE - SPENGLER - PANNING

with him as he runs up to the Ghost and sets a ghost trap beneath it. HOLD on the ghost as Spengler runs back OUT OF FRAME.

SPENGLER
Step on it, Winston!

The ghost trap OPENS and the Ghost is SUCKED down into it.

GHOST
(DIMINISHING WAIL)

ANGLE - STANTZ

staring, dumbfounded, as Spengler and Zeddmore step INTO FRAME. Spengler carries the full ghost trap.

STANTZ
I was about to communicate with him!

SPENGLER
He tried to saw me in half.

STANTZ
Well, you're hard to talk to.

ON STANTZ

STANTZ (CONT)
We could've developed a meaningful relationship.

ANGLE - GHOSTBUSTERS

Venkman points OS at the ghost trap.

VENKMAN
Looks like you may get another chance.

DOWNSHOT ON GHOST TRAP - VENKMAN'S POV

It begins to GLOW.

WIDE ANGLE - GHOSTBUSTERS AND GHOST TRAP

The Ghostbusters stare in amazement as the doors of the GLOWING ghost trap BURST open and a DAZZLING COLUMN OF LIGHT shoots out. The ghost flies straight up and SPLATS through the ceiling, leaving a slimy spot behind.

ANGLE - STANTZ

as he steps up to the open ghost trap, looking at it in surprise.

STANTZ
How did he do that?

He looks up -- and a wad of slime from the ceiling falls INTO FRAME and SPLATS into his face.

ON SPENGLER AND VENKMAN

Venkman looks at Spengler.

VENKMAN
Mirrors?

SPENGLER
Must be a defective trap.

WIPE TO:

INT. SOMEWHERE BACKSTAGE - ANGLE ON GHOST

held in three ION STREAMS: a ghost trap OPENS beneath it, and it's SUCKED down into it.

GHOST
(DIMINISHING WAIL)

ON GHOSTBUSTERS

looking down at the trap at their feet.

SPENGLER
See, I told you it was just a defective --

Suddenly the ghost trap BURSTS OPEN, and a BRIGHT COLUMN OF LIGHT shoots out --

ANGLE - GHOSTBUSTERS AND GHOST TRAP

-- and the Ghost flies up out of the trap. The Ghostbusters duck as it swoops low overhead and flies OUT OF FRAME. PUSH IN on the Ghostbusters as they stare in amazement.

ZEDDMORE
I'll get another trap.

He turns and walks OUT OF FRAME.

WIPE TO:

INT. STAGE - ANGLE ON STANTZ AND ZEDDMORE - PANNING

with them as they slip from behind the ruins of Calimari's water chamber over to behind the box he uses in sawing Vanna in half. HOLD on the box -- and suddenly they rise up from behind the box and FIRE their particle throwers AT THE CAMERA.

ANGLE ON GHOST

as the ION STREAMS streak INTO FRAME and hit it.

ANGLE - SPENGLER

as he steps on the remote pedal of a ghost trap.

TIGHT ON GHOST TRAP

as the last of the Ghost is SUCKED down into it and the doors close. Venkman reaches INTO FRAME: PULL BACK as he picks up the trap and quickly wraps a heavy chain around it.

VENKMAN
Gotcha!

TIGHT ON GHOST TRAP

in Venkman's hands, as he CLICKS a padlock onto the chain.

ANGLE - GHOSTBUSTERS

Venkman turns triumphantly to the others as they walk up.

VENKMAN (CONT)
Let's see him get outta that!

Suddenly the ghost trap begins to GLOW. Venkman drops it like a hot rock: it BANGS against the floor.

TIGHT ON GHOST TRAP

GLOWING, as the padlock and chain fall off, RATTLING. The doors of the trap open, and a column of BRIGHT LIGHT shoots out.

ANGLE - GHOSTBUSTERS AND GHOST TRAP

The Ghost rises up out of the trap and flies OUT OF FRAME. The Ghostbusters stare in amazement.

STANTZ
This guy should have his own act. He's a better escape artist than Calimari.

WIPE TO:

INT. BACKSTAGE CORRIDOR - ANGLE ON GHOSTBUSTERS - PANNING

with them as they run down the corridor.

SPENGLER
There he is!

DOWN THE CORRIDOR - ON GHOST - FROM BEHIND

The Ghost flies down the corridor and swerves into the door of Calimari's dressing room (there's a big gold star on the door), leaving a slimy spot behind it.

ZEDDMORE (OS)
He's going into Calimari's dressing room!

INT. CALIMARI'S DRESSING ROOM - ON DOOR

as the door opens cautiously, revealing the Ghostbusters, clustered outside, particle throwers ready. A BEAT, then:

VENKMAN
Anybody know what time it is?

WIDE ANGLE ON DRESSING ROOM

The Ghostbusters walk into the elegantly decorated dressing room. Stantz is in the lead, studying a PKE meter.

STANTZ
I'm getting a reading from that trunk.

ANGLE - STANTZ

as he kneels beside the trunk and tries unsuccessfully to open it. The lid won't budge.

STANTZ
It's locked.
(over his shoulder)
Anybody got a hairpin?

ANGLE - ZEDDMORE AND SPENGLER

SPENGLER
I do.

He steps forward OUT OF FRAME. Zeddmore glances TOWARD THE CAMERA and shrugs.

TIGHT ANGLE - STANTZ

as he laboriously tries to pick the lock with a hairpin.

ANGLE - VENKMAN

watching impatiently.

VENKMAN
Can you speed it up, Ray? I've got a date.

ANGLE - STANTZ

as he glances back at Venkman in exasperation.

STANTZ
You can't hurry something like this.

He turns back to the trunk and begins to pick the lock again.

ANGLE - VENKMAN

He casually raises his particle thrower and FIRES.

TIGHT ANGLE ON TRUNK LID

as the ION STREAM streaks INTO FRAME and BLASTS the lid off.

ANGLE - VENKMAN

He lowers his particle thrower.

VENKMAN
You were saying?

ANGLE - GHOSTBUSTERS

Stantz and Spengler peer inside the trunk.

SPENGLER
There's nothing in here but a bunch of old theater posters.

VENKMAN
Great.

He turns and walks OUT OF FRAME.

ANGLE - VENKMAN

as he walks out the door.

VENKMAN
I'll be back in an hour.

HOLD on the door for a BEAT, and then Venkman peeks back inside.

VENKMAN (CONT)
Maybe two.

He disappears again.

ON STANTZ AND SPENGLER

SPENGLER
Maybe there's a false bottom.

He kneels beside the trunk.

DOWNSHOT ON TRUNK - OVER SPENGLER'S SHOULDER

as one by one he pulls posters from the trunk and looks at them. The posters show several different magicians: "The Great Spumoni," "The Great Linguini," and "Antipasto the Magnificent." But all the pictures on the posters are of Calimari.

SPENGLER
The Great Spumoni. The Great Linguini. Antipasto the Magnificent.

ON STANTZ AND ZEDDMORE

examining one of the posters.

STANTZ
This guy can't hold a job.

ZEDDMORE
He can't even hold a name.
(looks up from the poster)
Is anybody hungry?

ANGLE - SPENGLER

as he pulls a newspaper clipping out of the trunk and reads it.

SPENGLER
Look at this.

CLOSE ON NEWSPAPER CLIPPING

There's a photo of Calimari beside the headline "Magician Jailed in Unexplained Disappearance."

SPENGLER (CONT OS)
The Great Spumoni asked for a volunteer from the audience to disappear in his Cabinet of Mystery.

ON STANTZ AND ZEDDMORE - MEDIUM CLOSE

Spengler stands up INTO FRAME beside them, holding the clipping.

SPENGLER
The volunteer was never seen again.

ZEDDMORE
I new there was something fishy about Calimari.

Stantz and Spengler look at him.

CUT TO:

INT. BACKSTAGE CORRIDOR - TIGHT ANGLE ON VENKMAN'S HAND

as it KNOCKS on the door. PULL BACK to show Venkman, as the door OPENS, and Vanna looks out. Her eyes are wide and glazed.

VENKMAN
How's tricks?

VANNA
(expressionless monotone)
I've been expecting you. Come in.

Venkman turns TO THE CAMERA and shrugs.

VENKMAN
So I've had livelier dates...

He enters Vanna's dressing room and the door CLOSES behind him.

INT. VANNA'S DRESSING ROOM - WIDE ON ROOM

Vanna points to a booth standing in one corner of her room, an ornately carved wooden box painted with hieroglyphics and ancient Egyptian figures -- the "Cabinet of Mystery." The door is open.

VANNA
(in a monotone)
We should go somewhere more private.

VENKMAN
Whatever you say.

ANGLE - VENKMAN AND VANNA

Venkman steps into the cabinet and turns to look at Vanna.

VENKMAN (CONT)
There's not much room, but I think I can squeeze you in here.

Vanna SLAMS the door shut. We hear a CLAP OF THUNDER.

ANGLE - VANNA - DRESSING ROOM DOOR IN BG

The door BURSTS open and Stantz, Zeddmore, and Spengler rush into the room.

STANTZ
Where's Peter?

WIDE ON ROOM

Vanna points to the Cabinet of Mystery. The door CREAKS open, revealing an empty interior.

STANTZ, SPENGLER, ZEDDMORE
(in unison)
He's gone!

FADE OUT.

END OF ACT ONE

ACT TWO

FADE IN:

INT. VANNA'S DRESSING ROOM - NIGHT - WIDE

Zeddmore, Stantz, and Spengler stare in horror at the empty Cabinet of Mystery. Vanna stands behind them, still in a trance.

STANTZ
Peter should've known better than to go in there. What could possibly make him do such a stupid thing?

They glance at each other, then turn and look at Vanna.

ON VANNA

She stares back at them blankly.

ANGLE - SPENGLER AND VANNA

Spengler steps up to her and examines her with a PKE meter.

SPENGLER
There's no trace of ghostly possession.

He waves a hand in front of her face. Vanna doesn't react.

SPENGLER (CONT)
Notice the vacant stare --

ON VANNA

SPENGLER (CONT OS)
-- the completely mindless look.

ON SPENGLER AND STANTZ

SPENGLER (CONT)
That could only mean one thing.

STANTZ
She's from California?

ANGLE - VANNA, SPENGLER, STANTZ, AND ZEDDMORE

SPENGLER
No -- she's been hypnotized!

Vanna smiles and strikes a pose.

SPENGLER (CONT)
There's only one person who could've done it.

ON SPENGLER, STANTZ, AND ZEDDMORE

They all speak AT THE SAME TIME:

SPENGLER
Calimari!

STANTZ
Spumoni!

ZEDDMORE
Linguini!

ANGLE - VANNA AND THREE GHOSTBUSTERS

The Ghostbusters hurry past Vanna and OUT OF FRAME. PUSH IN on the open cabinet: we hear the HOLLOW SOUND OF FOOTSTEPS inside.

CUT TO:

INT. CABINET - BLACK SCREEN - PANNING

with a pair of SHINING EYES as the SOUND OF FOOTSTEPS CONTINUES. The eyes are Venkman's, and we can see nothing else.

VENKMAN
Anybody home?

No answer. Suddenly, the eyes bounce OUT OF FRAME, and we hear the SOUND OF A PERSON FALLING DOWN A FLIGHT OF STAIRS.

VENKMAN (CONT)
(STARTLED CRIES)

BOTTOM OF STAIRS - BLACK SCREEN - ON EYES

looking around in the blackness. The eyes move forward, walking again -- and we hear Venkman BUMP into a door.

VENKMAN (CONT)
Ow.

We hear the sound of Venkman OPENING A DOOR, and suddenly he's illuminated by a BRIGHT FLAMING LIGHT in the open doorway.

THROUGH THE DOOR - VENKMAN'S POV

Beyond the door is a bottomless pit filled with SWIRLING FLAMES. We hear BLOOD-CURDLING ROARS AND SCREAMS.

ANGLE - VENKMAN

illuminated by the flames from inside the door: he SLAMS the door, plunging the corridor into BLACKNESS, so that he's once again just a floating pair of eyes.

VENKMAN (CONT)
Wrong door.

With the SOUND OF FOOTSTEPS, the eyes move OUT OF FRAME.

CUT TO:

INT. CALIMARI'S DRESSING ROOM - ANGLE ON CALIMARI

as he kneels in front of the open trunk: he's just discovered it.

CALIMARI
My trunk!
(he looks up)
I feel so violated...

A DOOR OPENS behind him, and he whirls around.

ANGLE ON DOOR

Stantz, Zeddmore, and Spengler hurry into the room.

SPENGLER
We have to talk to you, Calimari.

ZEDDMORE
Or whatever your name is.

ANGLE - THREE GHOSTBUSTERS AND CALIMARI

facing each other in the center of the room.

STANTZ
You have to tell us how to get Peter out of the Cabinet of Mystery.

Calimari crosses his arms and haughtily turns his back on them.

CALIMARI
A magician never reveals his secrets.

ON ZEDDMORE AND SPENGLER

SPENGLER
We have ways of making you talk.

Zeddmore looks at him curiously.

ZEDDMORE
We do?

ANGLE - CALIMARI

as he turns toward them again.

CALIMARI
Very well -- I'll tell you what you want to know.

ANGLE - THREE GHOSTBUSTERS AND CALIMARI

CALIMARI (CONT)
But you must catch the ghost first.

The three Ghostbusters look at one another resignedly.

SPENGLER
We don't have any choice. He's the only one who knows how to get Peter out of that thing.

Stantz turns toward Calimari.

STANTZ
We'll be back.

The three Ghostbusters walk OUT OF FRAME.

ANGLE - CALIMARI

We hear the DOOR CLOSE OS. Calimari turns and pulls a suitcase out from behind his dressing table.

CALIMARI
They'll never catch him...

CUT TO:

INT. CABINET - ENORMOUS ROOM - WIDE

A vast, empty room, like a shadowy, echoing soundstage. A DOOR OPENS, and Venkman walks in, looking around.

VENKMAN
You could build condos in here.

TIGHT ANGLE - VENKMAN

VENKMAN (CONT)
(raising his voice)
Is there anybody here?!

ECHO (VO)
Is there anybody here? -- here? -- here?...

VENKMAN
(calling out)
This is Peter Venkman!

ECHO (VO)
Peter who? -- who? -- who?...

Venkman glances AT THE CAMERA, then walks on, OUT OF FRAME.

ANGLE - VENKMAN - PANNING

with him as he walks along.

VENKMAN
There's something strange about this place...

END PAN as he comes to a wall -- and walks straight up it.

CUT TO:

INT. THEATER LOADING DOCK - NIGHT - ANGLE ON STANTZ

crouched behind a stack of theater flats. He gives a thumb's-up signal.

ON SHIPPING CRATES

as Spengler leans out from behind them and gives a thumb's-up signal in reply.

ANGLE ON BACKSTAGE DOOR

The Ghost drifts in through the door. PAN WITH IT as it floats along, looking around.

ANGLE - STANTZ

waiting anxiously, as the Ghost floats INTO FRAME in the BG. Stantz jumps to his feet and FIRES his particle thrower.

ON SHIPPING CRATES

Spengler jumps out from behind the crates and FIRES.

ON GHOST

as the two ION STREAMS streak INTO FRAME -- from opposite sides of the FRAME -- and hit him.

GHOST
(STARTLED ROAR)

WIDE ON LOADING DOCK AREA

with Stantz and Spengler holding the Ghost in their ION STREAMS.

SPENGLER
Get him over the box, Ray!

ANGLE ON SQUARE WOODEN CONCRETE FORM

sitting on a dolly on the loading dock, right in front of the huge, open loading dock door. The box-like form is about four feet square, and there's a ghost trap inside: the cable leads from inside the concrete form and across the floor. The Ghost is lowered over the form, struggling, held fast in the ion streams.

GHOST
(ANGRY ROARS)

ANGLE - SPENGLER

standing beside the ghost trap remote pedal, FIRING his particle thrower. He steps on the remote pedal.

DOWNSHOT ON CONCRETE FORM

as the ghost trap OPENS and SUCKS the Ghost down into the box.

GHOST (CONT)
(DIMINISHING WAIL)

ANGLE - STANTZ

as he stops FIRING.

STANTZ
Okay, Winston!

OUTSIDE THE LOADING DOCK - ANGLE ON TRUCK CAB WINDOW

with Zeddmore sitting behind the steering wheel. He gives a thumb's-up signal.

ANGLE ON CONCRETE FORM

We hear a TRUCK ENGINE ROAR OS, and then a cement mixer backs in through the open loading dock door and stops with its cement chute right over the concrete form. A load of wet concrete pours down the chute and GLOPS into the concrete form, filling it.

DOWNSHOT - STANTZ AND SPENGLER

as they step up to the concrete form.

SPENGLER
That should hold him.

ANGLE - STANTZ

He smooths the top of the concrete with a trowel, and sticks a little sign into the concrete: "KEEP OFF."

CUT TO:

INT. CABINET - SURREAL LANDSCAPE - ANGLE ON VENKMAN - TRACKING

him as he walks along through a surrealist landscape: cracked, barren ground with twisted trees draped with limp watches, like a Salvador Dali painting. He talks to himself as he walks along.

VENKMAN
I feel like I'm being watched.

An EYEBALL floats THROUGH THE FRAME in the BG above him: he doesn't notice.

VENKMAN (CONT)
I wonder how long I've been in here?

An HOURGLASS floats THROUGH THE FRAME in the BG above him: again he doesn't notice. He stops and picks up a small stone lying on the ground in front of him. As he's picking up the rock, a WINDOW floats THROUGH THE FRAME in the BG above him.

VENKMAN (CONT)
Hmmm. Everything seems real...

He tosses the rock OUT OF FRAME behind him -- and we hear the sound of a WINDOW BREAKING. Venkman turns around. Suddenly the FRAME TILTS sideways, and Venkman falls OUT OF FRAME.

VENKMAN (CONT)
(STARTLED CRY)

ON STUNTED TREE - SIDEWAYS FRAME

Venkman falls INTO FRAME -- falling along the ground as if along the face of a cliff -- and grabs a Dali-like watch hanging limply on a small, twisted tree. The watch stretches like taffy and breaks: Venkman falls OUT OF FRAME.

ANGLE ON CORNER

where two flat pieces of ground come together, like a wall meeting a floor: a huge clock lies face-up on the "floor." Venkman falls INTO FRAME and lands with a SQUISH in the face of the clock: it shakes with the consistency of jello.

VENKMAN (CONT)
(STARTLED CRY)

Venkman bounces up off the clock and OUT OF FRAME.

ON THE GROUND

as Venkman falls INTO FRAME and hits the ground with a THUD.

VENKMAN (CONT)
(OOOF!)

As Venkman starts to recover, a huge, menacing SHADOW falls over him. He looks up.

UPSHOT - IRVING - VENKMAN'S POV

The shadow belongs to IRVING, a pudgy little bald man in a business suit.

IRVING
You must be Peter what's-his-name. I heard the echo talking about you.

ANGLE - VENKMAN AND IRVING

Irving helps Venkman to his feet.

VENKMAN
Who are you?

IRVING
My name's Irving. Hi.

ON VENKMAN

brushing himself off.

VENKMAN
What are you doing here?

ON IRVING

IRVING
I was at a magic show, and they asked for a volunteer from the audience.

WIDE ANGLE - VENKMAN AND IRVING

Irving looks around at the barren, surrealistic landscape.

IRVING (CONT)
I raised my hand.

VENKMAN
How long have you been here?

IRVING
Beats me.

TIGHT ANGLE - IRVING

IRVING (CONT)
There's something wrong with my watch.

He holds his arm out: his watch is drooping over his wrist like a Dali painting. He holds it up to his ear, as if listening for ticking, then shakes his head.

IRVING (CONT)
Say, did they ever impeach Nixon, or what?

WIDE ANGLE - VENKMAN AND IRVING

VENKMAN
Nixon! That was over ten years ago!

IRVING
Time flies.

A huge TICKING clock floats THROUGH THE FRAME in the BG. Suddenly the FRAME TILTS again.

VENKMAN
(STARTLED CRY)

Venkman grabs a stunted tree. Irving teeters for a moment as the FRAME CONTINUES TO TILT --

IRVING
Nice meeting you, Peter.

-- then he falls OUT OF FRAME.

ANGLE - VENKMAN

dangling from the stunted tree. A JINGLING set of keys falls out of his pocket and OUT OF FRAME...

CUT TO:

INT. VANNA'S DRESSING ROOM - ANGLE ON CALIMARI

as he lowers the Cabinet of Mystery onto a dolly, laying it on its side with a heavy CLUNK.

CALIMARI
They're not going to ruin me this time...

WIDE ON ROOM

Vanna stands near the door, watching Calimari blankly, as he throws his trunk and his suitcase on top of the cabinet and gets behind it, ready to push.

CALIMARI (CONT)
Get the door, Vanna.

ANGLE - VANNA

Vanna opens the door and gestures outside.

INT. BACKSTAGE CORRIDOR - ANGLE ON DOOR

as Calimari pushes the cabinet out into the corridor.

STANTZ (OS)
Hold it, Calimari!

Calimari freezes and looks down the corridor.

ANGLE - STANTZ, ZEDDMORE, SPENGLER

pushing the huge block of concrete down the corridor on a SQUEAKING dolly.

STANTZ (CONT)
Where do you think you're going?

ON CALIMARI

standing behind the cabinet, ready to push.

CALIMARI
Schenectady. Two weeks at the Mohawk Inn.

ON THREE GHOSTBUSTERS

standing in front of the block of concrete. Spengler SLAPS the top of the hardened block.

SPENGLER
We've caught the ghost.

ZEDDMORE
Yeah -- so tell us how to get Peter out of the Cabinet of Mystery!

ON CALIMARI

CALIMARI
If I knew that, it wouldn't be a mystery.

WIDE ANGLE - CALIMARI AND THREE GHOSTBUSTERS

facing each other at opposite ends of the corridor.

STANTZ
You aren't leaving until we get Peter back!

CALIMARI
You can't stop me!

He pushes the heavy cabinet down the corridor, straight at the Ghostbusters.

ANGLE - THREE GHOSTBUSTERS

They dive out of the way as Calimari pushes the cabinet INTO FRAME. The cabinet misses them and SMASHES into the block of cement.

TIGHT ANGLE ON BLOCK OF CEMENT

as it CRACKS in two. A GLARING LIGHT blazes out of the crack, and the Ghost rises up out of the block.

ANGLE - CALIMARI AND GHOST

Calimari reacts with terror as the Ghost moves toward him.

GHOST
(ANGRY WAIL)

CALIMARI
No!!

PAN WITH HIM as he turns and runs away down the corridor.

ANGLE - ZEDDMORE, STANTZ, SPENGLER

STANTZ
Stop that ghost!

They FIRE their particle throwers OS.

ANGLE - GHOST - PANNING

with it as it flies past the cabinet. The three ION STREAMS streak INTO FRAME and EXPLODE against the trunk and the suitcase on top of the cabinet, demolishing them. Old posters, newspaper clippings, and Calimari's clothes fly out and FILL THE FRAME.

WIDE ON CORRIDOR

as the posters and clothes drift to the floor. The three Ghostbusters look around: except for Vanna, standing by her dressing room door, they're all alone.

STANTZ
He disappeared.

ZEDDMORE
Yeah -- Calimari too.

ANGLE - SPENGLER

looking at the shattered trunk and on top of the cabinet: the trunk is upside down, and a secret door on the bottom of it is partly open.

SPENGLER
Hey, look at this!

TIGHT ON TRUNK

as Spengler moves it, half picking it up, and a notebook falls out of the secret door.

SPENGLER (CONT)
There was a false bottom.

ANGLE - SPENGLER

He picks up the notebook and reads what's written on the cover:

SPENGLER (CONT)
"Secret Notes: Keep Out. Harry Houdini."

ON STANTZ

STANTZ
That's why Calimari's tricks seemed familiar!

ON STANTZ AND ZEDDMORE

STANTZ (CONT)
They were the same tricks Houdini used to do!

ZEDDMORE
Yeah, stolen out of Houdini's secret notebook.

WIDE ANGLE - THREE GHOSTBUSTERS

SPENGLER
Then the ghost must be the ghost of Houdini!

The Ghost materializes in the air, hovering nearby. The Ghostbusters turn and look at him. Zeddmore raises his particle thrower.

ZEDDMORE
Look out, guys!

ANGLE - STANTZ AND ZEDDMORE

Stantz lays a restraining hand on Zeddmore's arm.

STANTZ
Wait a minute, Winston...

ON GHOST - THEIR POV

The Ghost holds his hands out, imploringly.

STANTZ (CONT OS)
I think he wants the notebook.

ANGLE - STANTZ AND SPENGLER

Stantz takes the notebook from Spengler.

STANTZ (CONT)
Maybe we should let him have it.

TIGHT ANGLE - ZEDDMORE

sighting down the barrel of his particle thrower, ready to fire.

ZEDDMORE
Just say the word.

ANGLE - STANTZ - TRACKING

him as he walks slowly down the corridor toward the Ghost.

STANTZ
If Calimari stole Houdini's notebook, he may also have stolen the Cabinet of Mystery.

ANGLE - GHOST AND STANTZ

Stantz walks slowly up to the hovering Ghost.

STANTZ (CONT)
If it's Houdini's cabinet, the ghost might be able to get Peter out.

The Ghost nods and gestures for Stantz to give him the notebook. Stantz hands it to him carefully. The Ghost immediately flies past him and OUT OF FRAME, toward the cabinet OS.

ANGLE ON CABINET

as the Ghost flies into the cabinet (without opening the door). We hear a CLAP OF THUNDER.

ON SPENGLER

SPENGLER
No wonder Calimari didn't want us on this case.

ON THREE GHOSTBUSTERS

standing at the end of the cabinet, looking down at it.

SPENGLER (CONT)
He was afraid Houdini would tell us about the notebook he stole.

ZEDDMORE
It must've been Calimari who made that saw attack us --

Suddenly the door of the cabinet BURSTS OPEN.

ANGLE ON CABINET

Irving climbs out, looking around, a bit bewildered.

IRVING
Gee, I'd better call my wife. She's probably waiting up for me.

WIDER ANGLE - IRVING AND GHOSTBUSTERS

Irving looks at the Ghostbusters.

IRVING (CONT)
Anybody got a dime?

ZEDDMORE
It takes a quarter now.

ON IRVING

IRVING
A quarter?
(he shakes his head)
Maybe I should've stayed in the cabinet...

ANGLE - IRVING AND GHOSTBUSTERS

as Irving walks past them and OUT OF FRAME. They turn to watch him. While their backs are turned toward the cabinet, Venkman sticks his head out of it.

VENKMAN
Is Irving out here?

ON ZEDDMORE, SPENGLER, STANTZ

as they turn around.

ZEDDMORE, SPENGLER, STANTZ
Peter!

ANGLE - GHOSTBUSTERS

Venkman climbs out and joins the others beside the cabinet.

VENKMAN
You know, there's a lot more room in there than you'd think...

ANGLE - VANNA

beside a dressing room door. Calimari peeks out of the door.

CALIMARI
(whispering)
I'll send them all into the cabinet!

ON VANNA

VANNA
(robot-like monotone)
Look out.

She gestures and smiles.

ANGLE - GHOSTBUSTERS

They dodge to one side as Calimari rushes INTO FRAME, trying to push them into the cabinet. He misses them and trips over the end of the cabinet --

CALIMARI
(STARTLED CRY)

-- and falls in. The door SLAMS SHUT behind him, and we hear a CLAP OF THUNDER.

DOWNSHOT ON CABINET

Spengler opens the CREAKING door: the inside of the cabinet is empty.

SPENGLER
He's gone.

ANGLE - GHOSTBUSTERS

peering into the open door of the cabinet.

ZEDDMORE
Maybe Houdini will let him out some time.

Zeddmore, Spengler, and Stantz turn and walk OUT OF FRAME. Venkman sticks his head nearer the open door.

VENKMAN
You don't see my keys in there, do you?

A set of keys flies up out of the cabinet. Venkman catches them.

VENKMAN (CONT)
Thanks.

ANGLE - VANNA AND STANTZ, ZEDDMORE, SPENGLER

Vanna is still hypnotized.

STANTZ
What about Vanna? How are we going to bring her out of her trance with Calimari gone?

ON VENKMAN

VENKMAN
I'll take care of this.

ANGLE - VANNA

as Venkman steps INTO FRAME.

VENKMAN (CONT)
Ever hear of Sleeping Beauty?

He kisses Vanna on the cheek with a loud SMACK. Vanna blinks, comes out of the trance -- and SLAPS him.

VANNA
Keep your lips to yourself!

ON VENKMAN

rubbing his cheek thoughtfully.

VENKMAN
This never happened to Prince Charming...

FADE OUT.

THE END